

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1. - 17. (Canceled).

18. (Currently Amended) A game system including an arcade game machine installed in a play facility with which a player plays a game after paying a play fee, and a server device connected to the arcade game machine via a network, ~~wherein the game system is arranged so that the player is allowed, from a terminal device connected to the server device via the network, to send information for identifying the player,~~ the game system being configured to perform:

(a) ~~in response to manipulation on the terminal device connected to the server via the network,~~ registering identification information unique to the player on the server device so as to allow the player to play the game on the arcade game machine;

(b) allowing the player to register a message information including at least one message transmitted from the terminal device in association with the identification information on the server device before allowing the player to start ~~[[a]]~~ the game on the arcade game machine, said message being arranged to be displayed on a designated terminal device when an event designated by the player occurs during a progress of the game after starting the game;

(c) ~~[[b]]~~ allowing the player to play the game on the arcade game machine when the identification information transmitted from the ~~terminal device~~ player meets the identification information stored on the server; and

(d) [(c)] displaying transmitting the message from the server device to a designated terminal device on the arcade game machine so that the message is displayed on the designated terminal device when the event designated by the player has occurred during the [(a)] progress of the game reaches a certain game stage or status after starting the game.

19. (Canceled).

20. (Currently Amended) The game system according to claim 18, further configured to perform:

[(b-1)] c-1 calculating points acquired as a result of the player's game play, and

[(c-1)] d-1 displaying the message which is registered correspondingly to the points by the player before starting the game.

21. (Canceled).

22. (Canceled).

23. (Previously Presented) The game system according to claim 20, wherein said message information contains plural messages which are registered in relation with certain game points, respectively, one of which is given to the player in accordance with a result of the game executed by the player.

24. (Currently Amended) A game system comprising a server and a plurality of game apparatuses connected via a network, ~~wherein a player who desires to play a game on one of the plurality of game apparatuses is required to identify the player with identification information on the server via the network,~~ said game system being configured to perform ~~the steps of:~~

(a) registering identification information issued to a player on the server so as to allow the player to play a game on one of the plurality of game apparatuses;

~~(b) before starting the game on said one of the plurality of game apparatuses, allowing the player to register receiving message data in relation to said identification information on the server, which contains at least one message related to a certain game stage or status, transmitted from by way of a mobile terminal device under manipulation by the player to the server, said message being arranged to be displayed on a designated terminal device when an event designated by the player occurs during a progress of the game after starting the game and registering the received message data in relation to the identification information;~~

[[b)] (c) allowing the player to play the game on said one of the plurality of game apparatuses when the identification information input by the player meets the identification information registered on the server; and

[[c)] (d) displaying transmitting the at least one message, which was transmitted from the mobile terminal device to said designated terminal device from the server before starting the game, on said one of the plurality of game apparatuses so that the message is displayed on the designated terminal device when the event

designated by the player before starting the game has occurred during a progress or as
a result of the game executed by the player ~~reaches said certain game stage or status~~
~~with which the message is related~~ after starting the game.

25. (Previously Presented) The game system according to claim 24, wherein
said message data contains plural messages which are registered in relation with
certain game stages or statuses, respectively.

26. (Currently Amended) A game system comprising a server and a plurality
of game apparatuses connected via a network, ~~wherein~~ which is configured to allow one
player ~~who desires to play a game on one of the plurality of game apparatuses~~ against
another player playing on another of the plurality of game apparatuses ~~is required to~~
~~identify the player with identification information on the server via a network~~, said game
system being configured to perform ~~the steps of~~:

(a) registering identification information unique to each player so that the
one player on the one of the plurality of game apparatuses can play the game against
the another player on the another of the plurality of game apparatuses;

(b) ~~before starting the game on the one of the plurality of game~~
~~apparatuses,~~ allowing the one player to register ~~receiving message data on the server,~~
~~which contains at least one message related to a certain game stage or status,~~
~~transmitted from~~ by way of a mobile terminal device under manipulation by the one
~~player to the server,~~ said message being arranged to be displayed on a designated
terminal device when an event designated by the one player occurs during a progress

~~of the game after starting the game and registering the received message data in relation to the identification information;~~

~~(b) allowing the player to play the game on said one of the plurality of game apparatuses when the identification information meets the identification information registered on the server; and~~

~~(c) displaying transmitting the at least one message to said designated terminal device from, which was transmitted from the mobile terminal device to the server so that the message is displayed on the designated terminal device before starting the game, on said one of the plurality of game apparatuses which said player operates and another game apparatus which is operated by another player who plays the game against said player when the event designated by the one player before starting the game has occurred during a progress or as a result of the game executed by the one player reaches said certain game stage or status with which the message is related after starting the game.~~

27. (New) The game system of claim 18, wherein said designated terminal device is the arcade game machine on which the player plays the game.

28. (New) The game system of claim 18, wherein said designated terminal device is either another arcade game machine on which an opponent player plays the game or a mobile terminal device which the opponent player carries.

29. (New) The game system of claim 24, wherein said designated terminal device is the one of the plurality of game apparatuses on which the player plays the game.

30. (New) The game system of claim 24, wherein said designated terminal device is either another of the plurality of game apparatuses on which an opponent player plays the game or a mobile terminal device which the opponent player carries.

31. (New) The game system of claim 26, wherein said designated terminal device is either the other of the plurality of game apparatuses on which the other player plays the game or a mobile terminal device which the other player carries.

32. (New) A game system comprising a server and a plurality of game apparatuses connected via a network, which is configured to allow one player to play a game on one of the plurality of game apparatuses against another player playing on another of the plurality of game apparatuses, said game system being configured to perform:

(a) registering identification information unique to each player so that the one player on the one of the plurality of game apparatuses can play the game against the another player on the another of the plurality of game apparatuses;

(b) allowing the one player to register message data on the server by way of a mobile terminal device operated by the one player before starting the game, said message data containing a message arbitrarily prepared or designated by the one player and being arranged to be displayed on a terminal device designated by the

player when an event expected or designated in advance by the one player occurs during a progress of the game after starting the game; and

(c) transmitting the message to said designated terminal device from the server so that the message is displayed on the designated terminal device when the event designated by the one player before starting the game has occurred during a progress or as a result of the game executed by the one player after starting the game.

33. (New) A game system comprising a server and a plurality of game apparatuses connected via a network, said game system being configured to allow one player to play a game on one game apparatus against another player playing on another of the plurality of game apparatuses and to perform:

(a) allowing the one player to register message data on the server by way of a mobile terminal device operated by the one player before starting the game, said message data containing a message arbitrarily prepared or designated by the one player and being arranged to be displayed on a terminal device designated by the one player when an event arbitrarily designated in advance by the one player occurs during a progress of the game after starting the game; and

(b) transmitting the message to said designated terminal device from the server so that the message is displayed on the designated terminal device when the event designated by the one player before starting the game has occurred during a progress or as a result of the game executed by the one player after starting the game.